

The Internet & the Arts:

How new technology affects old aesthetics

4.22.08
Mary Madden
Pew Internet & American Life Project

Presented to: Chicago Wallace Audience Engagement Network

Who we are...



PEW / INTERNET The Internet & the Arts

The Internet & the Arts

April 22, 2008

Where we live...

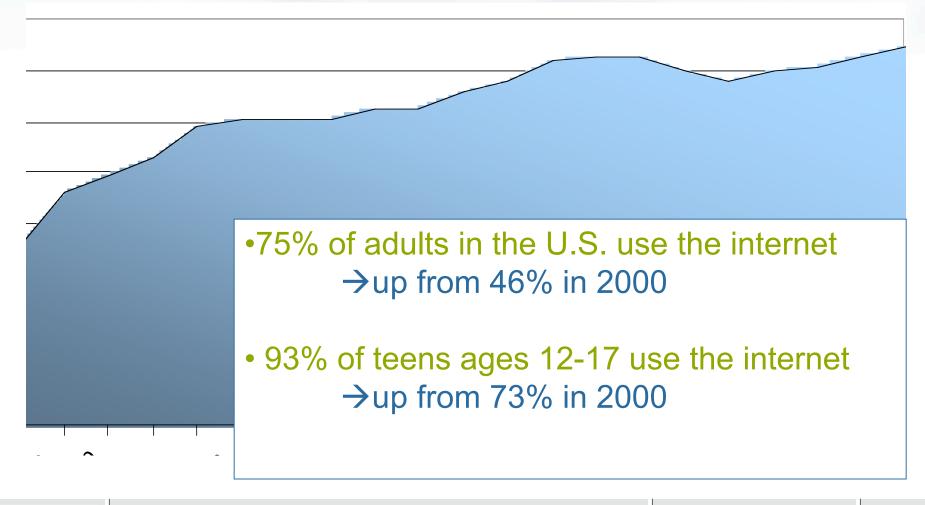


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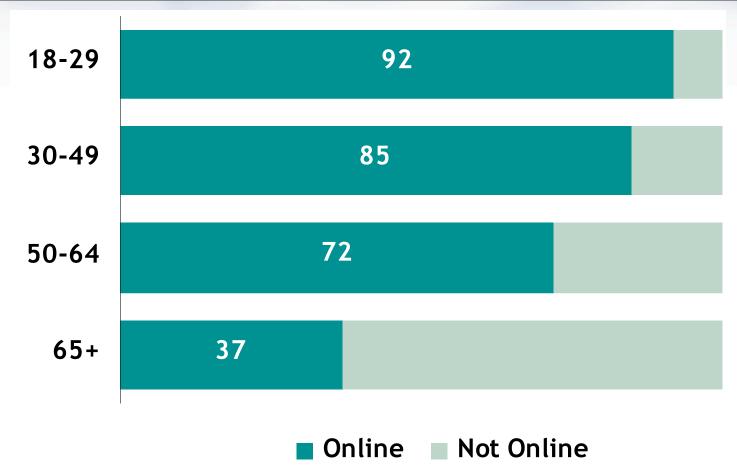
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Watching the online audience grow

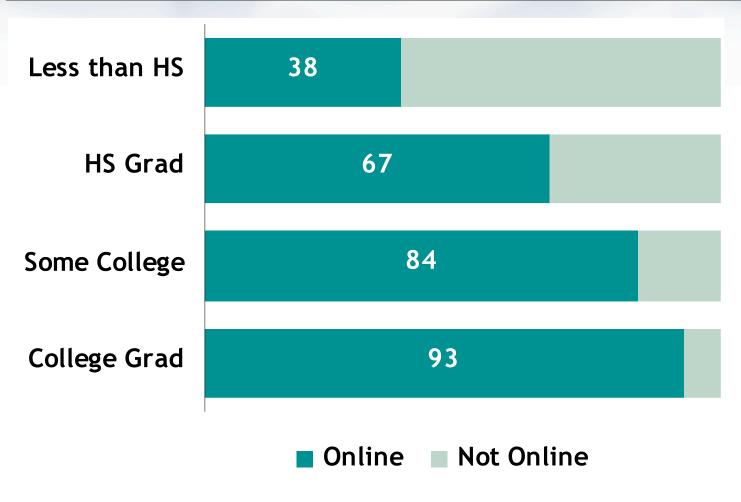


Older adults still less likely to be online



October-December 2007

Education still matters, too...



October-December 2007

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Then and Now...

2000

5% with broadband at home

50% owned a cell phone

=slow and stationary connections

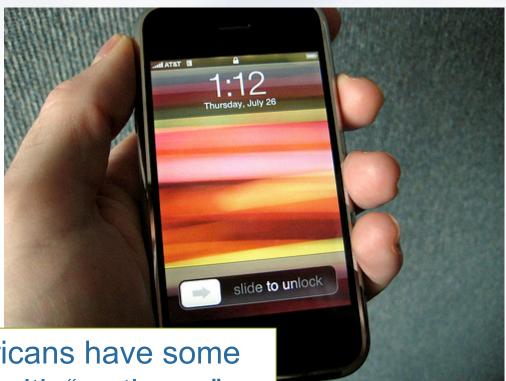
2008

55% with broadband at home

80% own a cell phone

=fast and mobile connections

Mobile access goes mainstream



62% of Americans have some experience with "on the go" access to digital data and information

Does technology improve our lives?

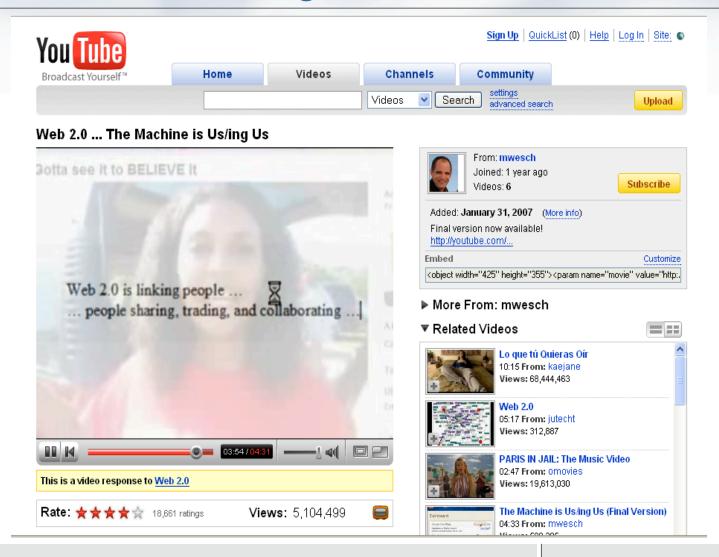
Attitudes about information technology

How much, if at all, have communication and information devices improved	"A lot" or "Somewhat"
Your ability to keep in touch with friends and family	81%
Your ability to learn new things	79
Your ability to do your job	59
The way you pursue your hobbies or interests	55
Your ability to share your ideas and creations with others	55
Your ability to work with others in your community or in groups you belong to	55

Source: Pew Internet & American Life Project April 2006 Survey. N=3,355 for internet and cell phone users. Margin of error is ±2%.



What's the big deal with Web 2.0?



How many of us are participating?

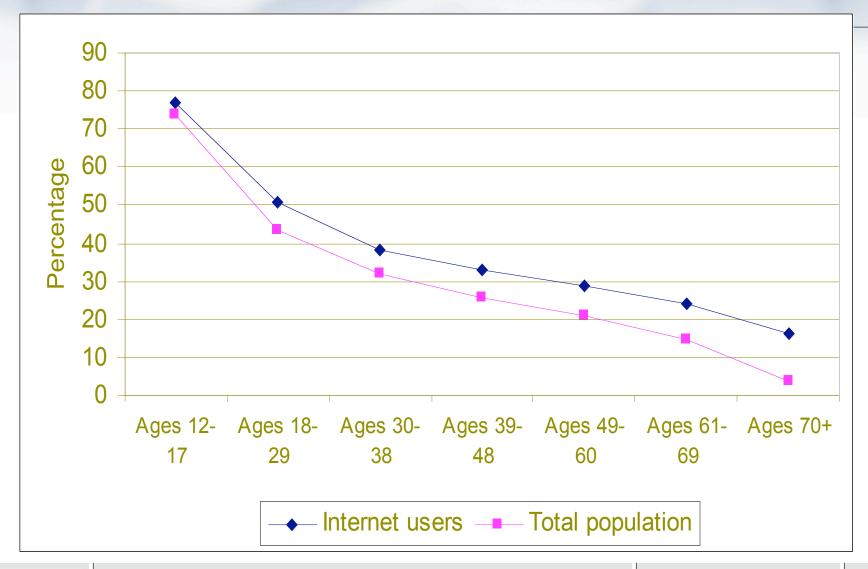
User-generated content creation activities:	% - Adult Internet Users
Share something online that you created yourself, such as your own artwork, photos, stories, or videos	19
Post comments to an online news group or website	18
Create or work on your own webpage	12
Create or work on webpages or blogs for others	11
Take material you find online – like songs, text, or images and remix them into your own artistic creation	9
Create or work on your own online journal or blog	8
Those who have done at least one:	37



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Content Creation: Age tells a different story





Youth of today, arts audiences of tomorrow





Today's Teen – Born 1990



Tim Berners-Lee writes World Wide Web program



Personal computers are 15 years old

Today's Teen – First Grade 1996





Palm Pilot goes on the market

Today's Teen - Fourth Grade 1999

Sean Fanning creates Napster





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16

Today's Teen - Starts Middle School 2001



Wikipedia comes online...

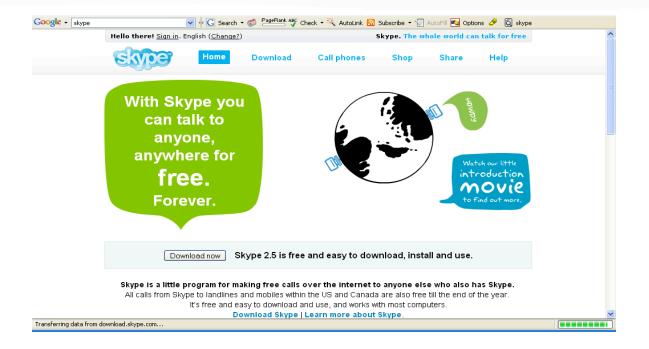
Today's Teen - Middle School





iPods storm the market...

Today's Teen - Middle School 2003



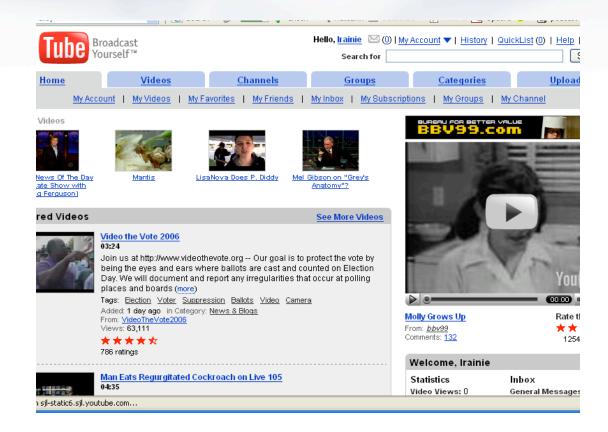
Skype - 2003

Today's Teen - Starts High School 2004



Podcasts - 2004

Today's Teen – Sophomore Year 2005



YouTube - 2005

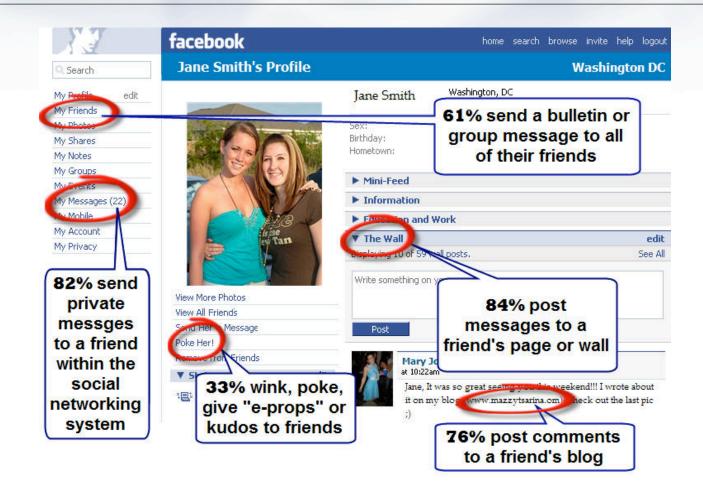
Today's Teen – Junior Year 2006

The Year of MySpace:

- More than 200 million accounts created
- Third most popular site in the U.S.
- 55% of online teens use social networking sites
- 48% of social networking teens use the sites every day



Profiles: Switchboards for social life





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23

Lesson #1: Get Creative

• 64% of online teens are content creators

- Teens have embraced Web 2.0—blogging, remixing and sharing their creations without fear.
- We give teens the time to play and make mistakes, and adults need this time, too.



Lesson #2: Start Conversations

Teen content creators solicit feedback

- Most teens receive feedback on the material they post, and most give feedback to others.
- Web 2.0 tools offer arts organizations the opportunity to solicit feedback and shape conversations about their programs.



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25

Lesson #3: Reinforce Relationships

• 91% of social networking teens use the sites to stay in touch with offline friends

 Rather than replace offline relationships with online ones, social media tools work best when they augment relationships that have other dimensions.



Lesson #4: Cultivate Semi-public Spaces

Teens are skilled navigators of the semi-public Web

- Teens curate social spaces where they feel comfortable sharing ideas and expressing themselves.
- Semi-public spaces like social networking groups offer arts organizers a forum to ask questions and share ideas.



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Sites to watch: Ning





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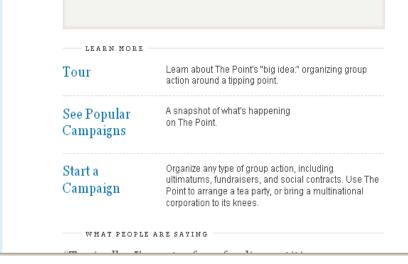
Sites to watch: The Point

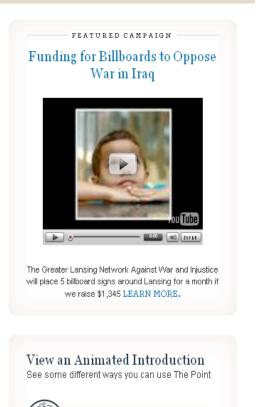


Make Something Happen.

The Point is a platform for group action, helping you make things happen that you couldn't accomplish alone.

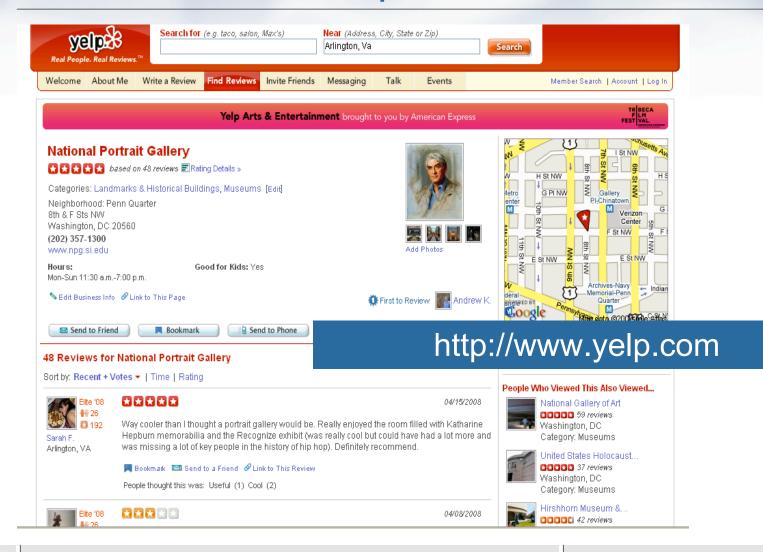
http://www.thepoint.com/



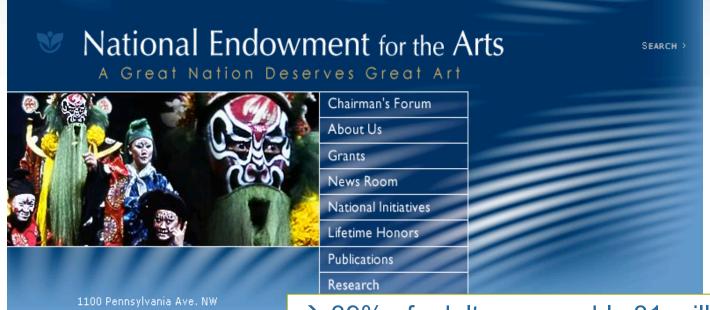




Sites to watch: Yelp



Arts audiences run broad and deep



Washington, DC 20506 202.682.5400 webmgr@arts.endow.gov



→ 39% of adults, or roughly 81 million people attended arts events in the 12 months prior to August 2002.

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And artists are all around us!

- 57% of Americans study, practice or otherwise engage in some type of artistic activity themselves.
- Of that group, 28% identify as artists.

Pew Internet & American Life Project, "Artists, Musicians and the Internet" 2004

Frequent arts attendees <3 digital media

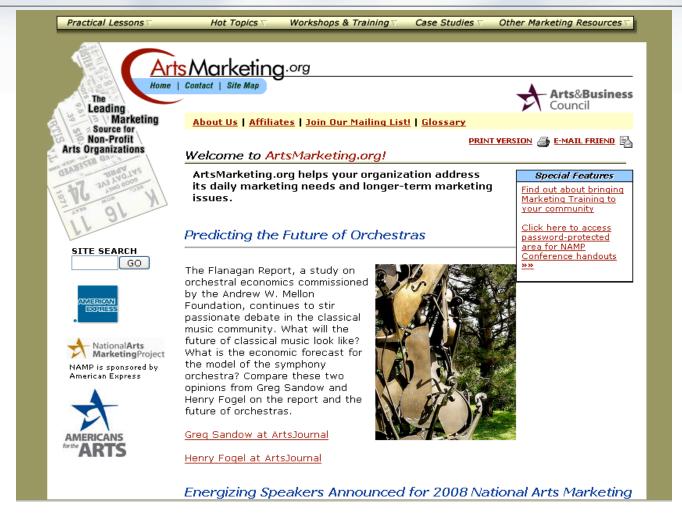
- Frequent arts attendees are more engaged with arts and cultural programming through digital media channels.
- 27% of frequent arts attendees have watched arts and cultural programming on a website, compared with just 16% of the GP.

Research from LaPlaca Cohen, 2007

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Research meets practice: Arts Marketing



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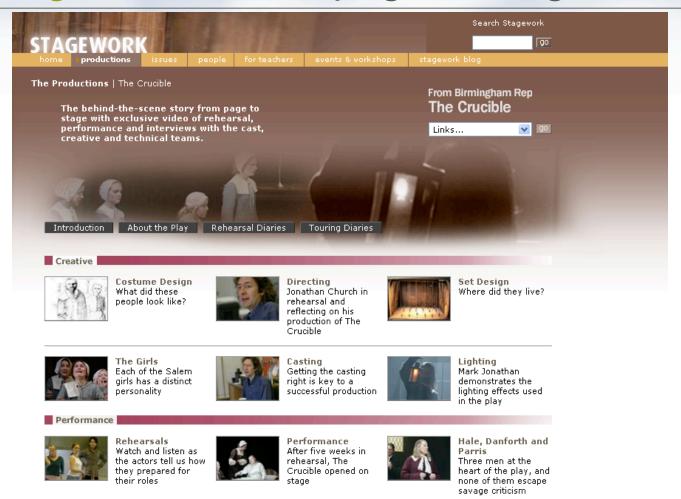
34

Making the most of Web 2.0: Stagework



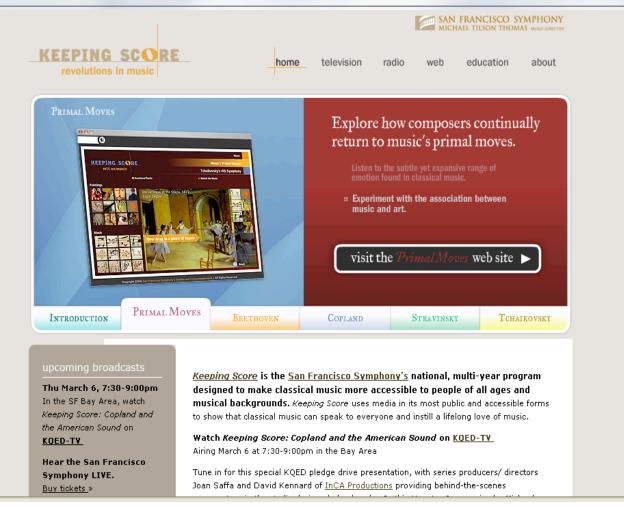


Stagework: "From page to stage..."

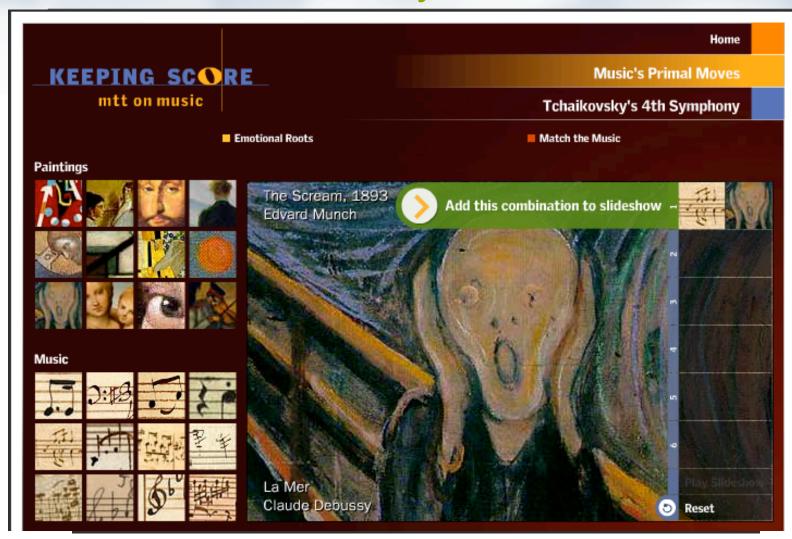




San Francisco Symphony: Keeping Score

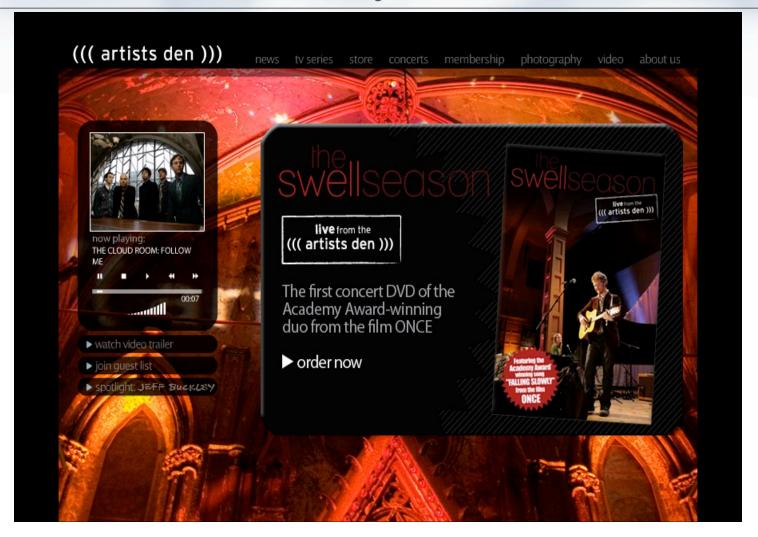


Music & Art: Make your own associations



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Create false scarcity: Artists Den



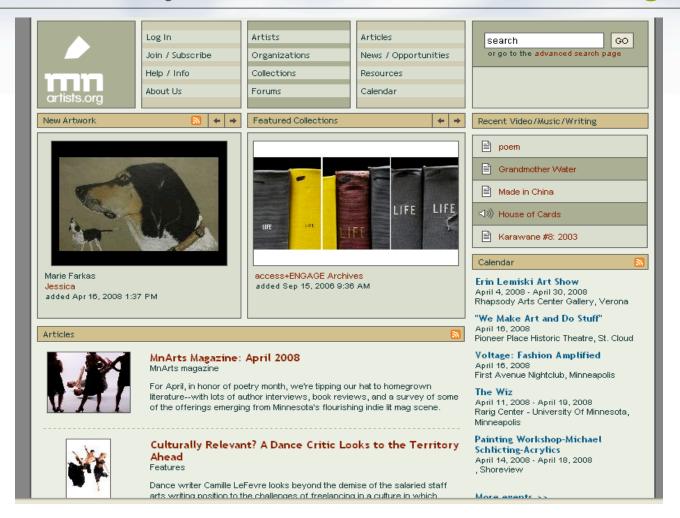


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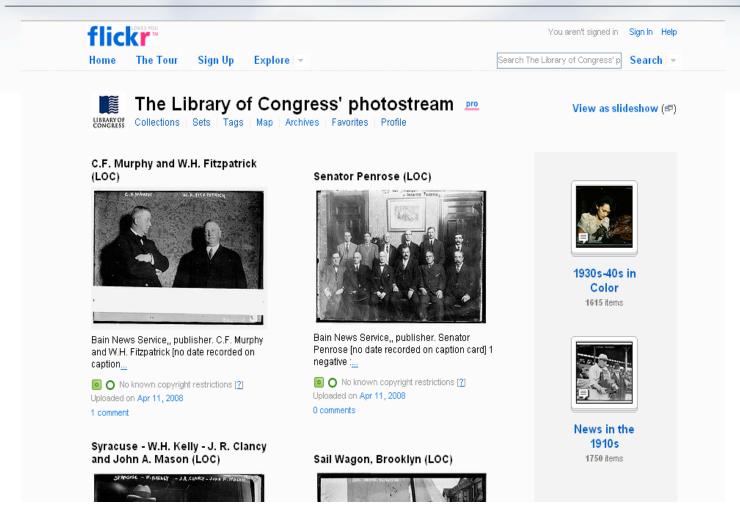
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39

Community as content: mnartists.org



Move beyond your site: Library of Congress



Regroup and Rethink...

Audience Participation

The Life of a Performance

Who Builds Your Brand



Take this as you go...

- Listen and learn from your users—even if they're half your age.
- Look to your peers for ideas, inspiration and practical advice.
- Give your staff time to play!



Thank you!

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